

**COLECO
VISION™**

Guide No. 099044

CARTRIDGE INSTRUCTIONS

**SUPER
MINE-FIELD**

by **COLECOVISION**



*Try to get from one side of the minefield to
the other without being blown up!*

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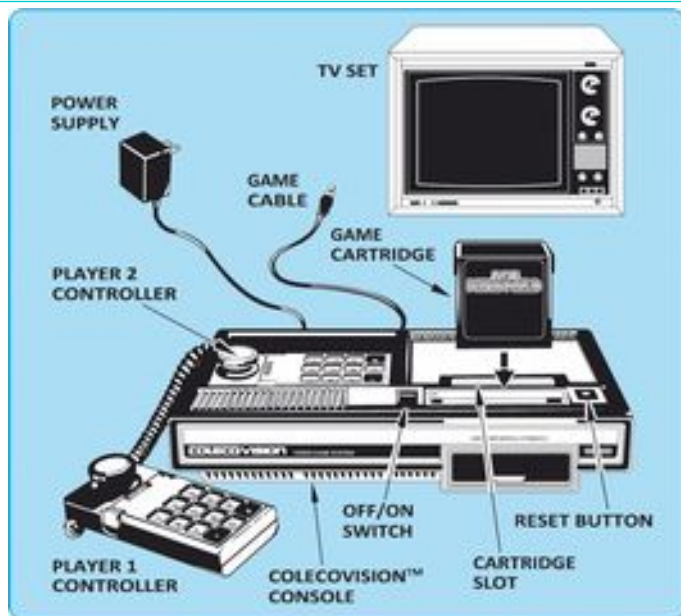
SUPER MINEFIELD

INTRODUCTION

The Memotech MTX500, MTX512 and RS128 were a series of Zilog Z80A processor-based home computers released by Memotech in 1983 and 1984. They were technically similar to MSX computers, but were not compatible.

Claus Bækkel of www.mtxworld.dk offers here a conversion of Super Mine-Field.

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Super Mine-Field™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

HERE'S HOW TO PLAY

The object of the game is to get from one side of the minefield to the other without being **blown up**. You only get one life so be careful – not all the mines are visible.

The only way you can tell how many mines are nearby is by looking at the **mine detector** in the top right hand corner of the screen. You can move horizontally and vertically, so the only mines that are shown on the counter are those which are above, below or to the left or right of you.

The fence around the outside is also mined and if you are adjacent to it, it will register as a mine on the mine detector.

On the higher levels you will see red, green or blue **spiders** running along the road, and these will kill you if they touch any part of you.

On higher levels **tanks** will also appear, these shuffle the squares underneath them around and will sometimes clear a path through the minefield, but they can also block it. If you land

on the blue bonus squares you get bonus points. This is a game of logic, skill and deduction.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Super Mine-Field, but it is only the beginning! You will find that this cartridge is full of special features that make Super Mine-Field exciting every time you play. Experiment with different techniques and enjoy the game!

HOW TO REACH US

MTX World

www.mtxworld.dk

CollectorVision

www.collectorvision.com

CREDITS

Program by Ed Hollingshead, ©1983 Continental Software.
Colecovision conversion by Claus Bækkel - www.mtxworld.dk
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Artwork by Nicholas Mynheer.
Box and manual by Vincent Godefroy - www.colecoboxart.com